

*STOP DROP AND ROLL*  
Standard 2 READINESS Kindergarten  
2CH-R1 PO 2

EQUIPMENT: 4 red flags; 3 yellow flags

SET-UP: Open area for scattered running. It needs to be safe and clean enough for children to roll on the floor or ground.

WARM UP: Briefly talk about the importance of knowing what to do if there is an emergency. Name the different types of emergencies and who should be called to help. Tell them today we're going to use a fun game to practice calling for help if we catch on fire! Teach the appropriate Stop, Drop, and Roll technique.

OBJECT OF THE ACTIVITY: Participants identify resources and health helpers from home and school that provide health and emergency information; participants use the pillar of **Responsibility** to call for help.

ACTIVITY GUIDELINES: Participants scatter around the open area. 4 hold red flags in one hand; 3 hold yellow flags in one hand. The four with red flags are called **irresponsible** Firebugs. The 3 with yellow flags are the **responsible** Rescuers. At the "go signal" everyone begins running. If a child is tagged by another child carrying a **red flag**, the tagged child *stops, drops and rolls* until a person with a **yellow flag** sees them and saves them by touching them with the yellow flag. While rolling the tagged child should be calling out "HELP, CALL 911". After a few minutes stop and change flag holders.

FOLLOW-UP: Use activity as a lead-in to discussions about the importance of knowing when and how to call 911. Use a mock phone to practice making help calls.